PLUS Jorune

Mechanics Examples

Including Penalty and Bonus dice

We have seven characters in the sample. Rolls reflect actual rolls made by the author with d8 dice. We aren't dealing with careers and benefits in the sample). We are using d8s in the sample, but in the **PLUS Jorune** game you can use d6, d10 or d12 dice, depending on the scale your sholari desires.

	Gedo BOCCORD	Obrom BRONTH	Sharsh CRUGAR	Mewa CYGRA	Gim HUMAN	Lavid MUADRA	Del WOFFEN
Strength	4 - 1B	3 - 2B	3 - 1P	4 - 1P	3	4 - 2P	2
Reflexes	3 - 1P	4 - 2P	3 - 2B	2 - 2B	2	2 - 1B	3 - 1B
Education	3 - 1P	2	3 - 1P	3 - 1P	4	3 - 1P	2
Will	2 - 1B	2	2 - 1P	3 - 1P	2	2	3 - 1P
Charm	2 - 1P	2 - 1B	3 - 2P	2 - 1P	2	2	2 - 1B
Intuition	2 - 1P	3	2 - 1P	2 - 1P	3	2 - 1B	3 - 1B
Isho	2 - 1P	2 - 1P	2 - 1P	2 - 1P	2 - 2P	3 - 2B	3
Luck (8 + 1d)	8+3 (11)	8+6(14)	8+7(15)	8+8(16)	8+7(15)	8+4(12)	8+8(16)
Body (12 + Xd)	3d	3d	2d	2d	2d	1d	2d
Result BODY	8-8-3 (31)	5-8-1 (26)	1-7 (20)	7-3 (18)	7-7 (26)	6 (18)	8-8 (24)
Injury Mod	-1P	-2P	-1P	-1P	-	+1B	-1P
Damage Mod	+1B	-2P	+1B	+1B	-	-1P	+1B
Advantage	+2B	+3B	-1P	-1P	-	-1P	-1P

Note: The author reserves the right to revise figures in subsequent drafts.

ISHO DIE ROLLS - Numbers in color are the removed number by penalty or bonuses. Round up on fractions. Trash dice and Toxic dice do not apply to Isho generation rolls. Bonsues and Penalties do not apply to rerolls. Isho modifiers only apply to Isho Points, not Color points.

Roll Isho dice for basic isho points, roll Isho dice for Lih-al Color Points, and then roll Isho dice one more time for points to be distributed into other colors.

	Gedo **BOCCORD**	Obrom **BRONTH**	Sharsh **CRUGAR**	Mewa **CYGRA**	Gim **HUMAN**	Lavid **MUADRA**	Del **WOFFEN**
Isho Roll	7-5-4	5-8-6	6-4-5	7-6-2	8-4-4-7	5-7-3-5-4	3-5-5
Reroll	-	-	-	-	3-5	1-2	3-5
Bonus Roll	-	-	-	-	-	4-8	-
Isho Mod.	1	.5	.5	.5	.25	2+2d	1
Isho Points	**9**	**6**	**5**	**4**	**4**	**32**	**21**
Lih-al Roll	2-6-5	8-3-3	8-8-7	6-2-5	8-8-2-5	7-7-6-7-2	7-7-4
Reroll	-	7-6	-	-	-	4-3-5	8-8
Reroll 2	-	-	-	-	-	-	8-7
Bonus Rolls	-	-	-	-	-	3-8-6	-
Lih-al Color Pts.	**11**	**19**	**15**	**7**	**7**	**49**	**45**
Other Color	6-6-4	4-3-5	1-8-7	7-4-8	8-1-4-2	1-1-2-3-7*	4-2-8
Reroll	-	-	-	-	-	8-4	-
Bonus Rolls	-	-	-	-	-	8-6-2	-
Other Color Pts.	**10**	**7**	**8**	**11**	**3**	**37**	**14**

Did you see what happened? How the Bonus or Penalty dice were applied? Notice how the Woffen - by lucky rolls, built up the 2nd highest number of Isho points, the 2nd highest Lih-al (primary color) rolls, and the second highest Other Color points – all by putting one extra die into the Isho characteristic.

Do you understand how color points are derived by two rolls for Lih-al (primary isho color affinity) and other points?

* under the Bonus Dice rule, if removing the lowest would eliminate a chance to reroll the dice as Fate Dice, you may choose to remove the *next* lowest dice and reroll the doubles.

	Gedo **BOCCORD**	Obrom **BRONTH**	Sharsh **CRUGAR**	Mewa **CYGRA**	Gim **HUMAN**	Lavid **MUADRA**	Del **WOFFEN**
SPECIALTIES (10d)							
4d	Sword	Knife	Sword	Spear	Sword	Spinner	P. Hold
3d	Knife	First Aid	Knife	Sword	Lore (Colony)	L. Blast	Bow
3d	Club	History	Judo	Wrestle	Knife	Knife	Sword

So, with this generation our characters looks like:

	Gedo BOCCORD	Obrom BRONTH	Sharsh CRUGAR	Mewa CYGRA	Gim HUMAN	Lavid MUADRA	Del WOFFEN
Primary Career	Condridj	Iscin	Priest	Condrij	Iscin	Iscin	Githern
Sex	M	M	M	F	M	F	F
Strength	4 - 1B	3 - 2B	3 - 1P	4 - 1P	3	4 - 2P	2
Reflexes	3 - 1P	4 - 2P	3 - 2B	2 - 2B	2	2 - 1B	3 - 1B
Education	3 - 1P	2	3 - 1P	3 - 1P	4	3 - 1P	2
Will	2 - 1B	2	2 - 1P	3 - 1P	2	2	3 - 1P
Charm	2 - 1P	2 - 1B	3 - 2P	2 - 1P	2	2	2 - 1B
Intuition	2 - 1P	3	2 - 1P	2 - 1P	3	2 - 1B	3 - 1B
Isho	2 - 1P	2 - 1P	2 - 1P	2 - 1P	2 - 2P	3 - 2B	3
Luck (8 + 1d)	8+3 (**11**)	8+6(**14**)	8+7(**15**)	8+8(**16**)	8+7(**15**)	8+4(**12**)	8+8(**16**)
Body (12 + Xd)	3d	3d	2d	2d	2d	1d	2d
Result BODY	8-8-3 (**31**)	5-8-1 (**26**)	1-7 (**20**)	7-3 (**18**)	7-7 (**26**)	6 (**18**)	8-8 (**24**)
Injury Mod	-1P	-2P	-1P	-1P	-	+1B	-1P
Damage Mod	+1B	-2P	+1B	+1B	-	-1P	+1B
Advantage	+2B	+3B	-1P	-1P	-	-1P	-1P
Lihal	Du	Launtra	Desti	Desti	Gobey	Shal	Ebba
Isho Points	9	6	5	4	4	32	21
Lih-al Color Pts.	11	19	15	7	7	49	45
Other Color Pts.	10	7	8	11	3	37	14

SPECIALTIES (10d)

4d	Sword	Knife	Sword	Spear	Sword	Spinner	P. Hold
3d	Knife	First Aid	Knife	Sword	Lore-Colony	L. Blast	Bow
3d	Club	History	L. Blast	Wrestle	Knife	Knife	Sword

With Full Character development you would add Given Skills, Senses and the groups of careers and benefits your character is allowed. These are simplified to show the mechanics of the system.

I need to say that Den, the woffen githern, has had EXCEPTIONAL luck in her rolls, but thats what players hope will happen. Obrom seems to be a wimpy bronth (out of shape from too much bookwork?) but everyone seems to fall into the appropriate scale for their race and the damage possible from the weapons.

Encounter at the Atterol

The Atterol Iscin Klade maintains a variety of facilities around Jorune and tonight, under the lights of Shal and Do, a meeting is behing held in the upstairs back room of a remote warehouse in the shipping district of Sal-amarine in north Gauss.

Gedo, Lavid and Del, a team of freelancers are working together, choosing the Atterol warehouse because of earth-tec finds rumored to be stored within (this kind of rumor spreads regularly - it is good for selling drinks). At night it is easy for the trio to approach and for Lavid to enter the building through a second floor window, then let the others in through a downstairs door. She will let the others in through a side door and is annoyed that there is almost no security, which must mean there is nothing of value.

The three begin exploring the goods in the warehouse with the help of a small orb of light, cast by Lavid.

In the office, at the rear and on the second floor, Obrom, Sharsh, Mewa and Gim are discussing the proper way to care for some pieces of old lab equipment which are, by tradition, relics of Iscin's lab in the Gauss Valley. Sharsh, a crugar priest of Chin-ichi, is suggestion the type of fabrics and herms which can help preserve the fragile pieces of paraphenalia. Mewa has accompanied him as a defender of the faith and she doesn't really trust the bronth. Obrom is more concerned about the disposition of the relics for future generations.

The trio quietly pry up the lids of crates and barrels, finding a disappointing collection of axel greases, baking ingredients and drinking mugs, when Del hears something from the back. The three move toward the office.

Gim and Obrom make a role to anylize the lab bits (Obrom rolls 3d on History and Gim rolls 4d on his Education. There are some difficult markings to interpret so the problem is very hard, requiring a minimum of 13 for a minimal success or a 20 for a Beneficial success. Results are 7-3-6 for Obrom for 16, and 2-5-6-2 and reroll 5-3 for 23. Obrom is able to confirm that it is inscribed in Colonial English, but Gim is able to see that the markings are from a first century Thantierian metal shop, which means the bits could not have come from Iscin's lab.

Intuition rolls are called, and Obrom rolls **7-7-5** (Reroll 7s **6-8**) for 33; Sharsh rolls **5-5-3** for 8; Mewa gets **7-6-5** as 11; and Gim rolls **7-5-1** for 12. "Someone is here," Obrom hisses as he falls back to the shadows. Reflexes are called for Combat order (noted as Advantage in the original Jorune) and the difficulty - attack in an office at night - is judged Moderate.

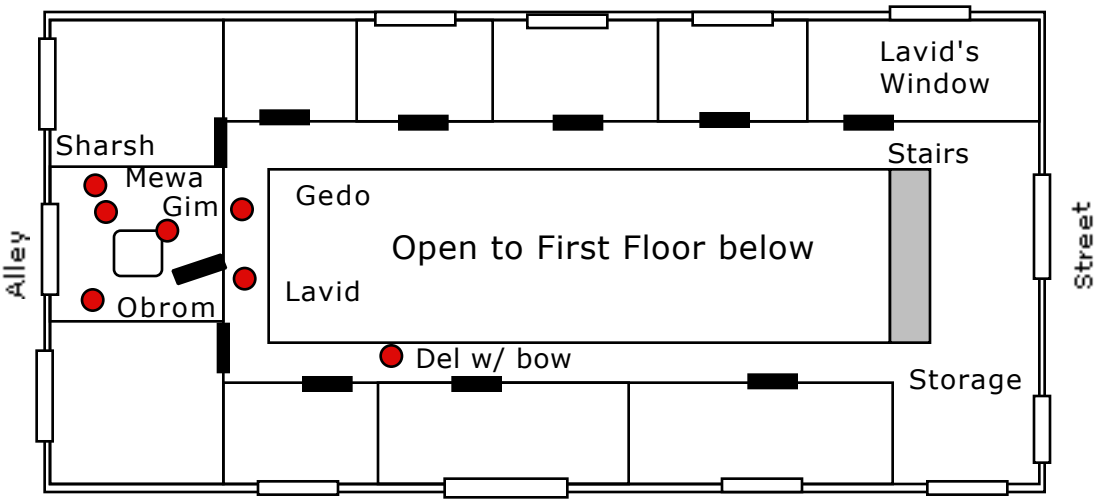
	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**8-6-5-6**	**3-3-2-2-7**	**6-1-2-2-4**	**7-7-3-2**	**5-4**	**6-5-7-2-3-3**	**8-8-6-2**
Reroll	7-2	8-2	4-1	3-6	-	7-8	4-7

Results	**29**	**23**	**14**	**23**	**9**	**28**	**35**
Actions	3	2	2	2	Dodge/Run	3	3

This is the table to use for Reflex roll for Combat Order:

TARGET			RESULTS	
EASY	MODERATE	HARD	TASK OR SKILL	COMBAT ORDER
5-or less	6 or less	7 or less	Complete Failure	No action is possible
6-7	7- 9	8-12	Minimal Failure.	Dodge or Run only
8-12	10-13	13-19	Minimal Success	Defense/Attack - 1 Action Possible
13-16	14-19	20-25	Beneficial Success	Defense/Attack - 2 actions Possible, one action with 1d6 Bonus
17-22	20-25	26-32	Significant Success	Defense/Attack - 2 actions possible, or 1 actions with 2d6 Bonus
23 up	26 up	33 up	Legendary Success	Defense/Attack - 3 actions with 1d6 Bonus each, or 1 action with 3d6 Bonus

This is the way the characters are located in the scene:



Atterol Iscin Warehouse diagram.

Advantage Rolls

	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**8-6-5-6***	**3-3-2-2-7**	**6-1-2-2-4**	**7-7-3-2**	**5-4**	**6-5-7-2-3-3**	**8-8-6-2**
Reroll	7-2	8-2	4-1	3-6	-	7-8	4-7
Results	**29**	**23**	**14**	**23**	**9**	**28**	**35**
Actions	3	2	2	2	Dodge/Run	3	3
Declare 1	Open Door	Back up	Backup	Backup	Dive	Hold	Hold w/Bow
Roll	none - do it	none	none	none	2-5-5 / 5-1	-	
Result					17 - hides	-	
Declare 2	Dive in	Lunge	Snarl	Hiss	no action	Hold	Aim
Roll	3-3-5/5-7	3-2-8-7			-		
Result	18 - in				-		
Declare 3	Parry	no action	no action	no action	no action	Hold	fire/cygra

Roll	7-7-8-5/1-7						8-8-5/8-4
Result	34					masses Desti	31

Note: since Gedo has 2 Bonus dice on Advantage, but Advantage is rolled against the Reflexes and he has a 1d Penalty, the player has the option of allowing 1B to cancel 1P and roll the 1B remaining with Reflexes, or can roll both bonus and the penalty die, remove the two lowest and one highest - more complex, but it is the player's option.

The slowest declares first - those with higher advantage get to react more than the slower folk and can declare after, but their action takes place first. Actions are run so everyone with 1 action declares, the action takes place, everyone with a 2nd action, if any, decalres and the action takes place; everyone with a 3rd action declares and then the final action of the round takes place.

The door slams open as Obrom gives the warning -

Action 1

Gim (9)	Screams like a little girl, burns 1 Luck to dive to safety under the desk where they had been meeting. (makes it)
Sharsh (14)	Draws the sword and steps into the shadows of the office. Once there cannot do much but snarl.
Mew (23)	Draws sword and gets in front of Sharsh to protect - hisses.
Obrom (23)	Backs into shadow.
Lavid (28)	Holds to see what is happening in the room.
Gedo (29)	Holds to check
Del (35)	Draws a bead through door - on Mewa - with bow. Holds.

Action 2

Gim	no second action
Sharsh	Masses Desti
Mewa	Dives at Gedo with knife.
Obrom	Lunges at Gedo with sword.
Lavid	Checking room.
Gedo	Dives into the office.
Del	Holds for clear shot.

Action 3

Gim	no third action
Sharsh	no third action
Mewa	no third action
Obrom	no third action
Lavid	Masses Desti for Lightning Blast
Gedo	Parries Obrom's blade
Del	Fires at Mewa

Yow - Mew is hit. It is a range weapon and by the hit location charge on the character sheet, we roll 5d6 for a 4-4-1-1-3. Fate Dice and Trash Dice do NOT apply to Hit location rolls. The total is 13.

HIT LOCATIONS

RANGE		MELEE	
30	Skull	24	Skull
29	Jaw/Nape	23	Jaw/Nape
28	Neck	22	Neck
27	Wrist	21	Wrist
26	Elbow	20	Elbow
25	Gut/Back	19	Gut/Back
24	Upper Arm	18	Upper Arm
23	Hip	17	Trunk
22	Chest/Back	16	Hip
21	Hip	15	Thigh
20	Shoulder	14	Hip
19	Thigh	13	Trunk
18	Trunk	12	Chest/Back
17	Thigh	11	Forearm
16	Trunk	10	Wrist
15	Shoulder	9	Calf
14	Hip	8	Lower Arm
13	Chest/Back	7	Shoulder
12	Trunk	6	Knee
11	Forearm	5	Hand
10	Wrist	4	Vitals/Rear
9	Calf		
8	Lower Arm	Left/Right, Front/Back	
7	Knee	Depend on position of	
6	Hand	character during game	
5	Vitals/Rear	play. Closest is hit.	

A solid hit in the chest - Mewa was facing toward the door and Del had a clear shot. But the weapon does additional damage. Del's roll was not lessened by armor, so Mewa took the full 31 points of damage - and Mewa only had 18. The cygra is already dying, so the extra 3d6 damage done by a simple steel arrow (in this case it was 21 points 5-5-1/6-5 - Fate Dice and Trash Dice apply to additional damage rolls).

First round of combat and one character is lying on the floor, pumping blood that had been her life, two dyshics are ready to loose Desti into the room, an archer has to reload and another Advantage roll is required. The close quarters, the adrenal dump, and the limited information each group has raises the difficulty to Hard.

	Gedo BOCCORD	**Obrom** BRONTH	**Sharsh** CRUGAR	**Mewa** CYGRA	**Gim** HUMAN	**Lavid** MUADRA	**Del** WOFFEN
Reflex/Combat	**6-4-1-1**	**1-8-7-2-6**	**1-8-8-8-5-1**	**Dying?**	**6-8**	**3-7-7-1-5-1**	**1-4-5-6**
Reroll	7-2	as Strength	3-6/2-4			5-8	
Results	**15**	**21**	**31**		**14**	**21**	**17**
Actions	1	2 / 1 w/1B	2 or 1/2B		1	2/ 1 2/1B	1
Declare 1	slash Obrom	grab Gedo	fire Del		escape	fire crugar	Reflex
Roll	7-7-3-2	7-5-7-4-4-8	2-2-2-7-3			3-5-6	2-3-1-8
Result	2-8 = 29	7-2 = 31	2-3 = 16			14	13
Declare 2	No Action	squeeze	fire Del			No Action	No Action
Roll		5-3-6-2-6	7-5-6				
Result		1-7 = 24	18				
Declare 3	None	None	None	None	None	None	None

The office explodes. Gim scrambles to get as far away from the intruders as possible and scrambles away toward the alley wall. Gedo goes for a vicious upswing against Obrom, but Obrom grabs him (his 31 is greater than Gedo's 21, and the extra 24 can do damage (Gedo resists with his own strengh and throws a Strength roll of 6-4-5-7-1, for a result of 22 - ribs crack with 4 points of damage - 2 from the first grab and 2 from the squeeze. They are both big and nearly evenly matched.) Sharsh fires to avenge his fallen guard and BLASTS Del with a lightning blast in the first action - Del dodges with a 13, but the initial bolt is a 16, so it hits for 3. Del is wearing a leather armor vest, but not crystal armor. As the sting of the 3 points of damage hit, the second bolt hits for 18 points ... BUT Lavid has also fired a Lightning Blast for 14 points - Sharsh is already manipulating Desti so the incoming bolt cancels 14 points of Sharsh's damage, but 4 points of it still get through to Del, for a total of 7 points of lsot Body, compared with Del's total of 24 (not yet 1/3 of the total body, just painful).

If someone has first aid, *maybe* Mewa can be stabilized.

I do believe that combat should be sudden, violent and have serious consequences.

Armor is good.

Avoiding combat is better.

Ambushes are great. If you aren't the one being ambushed.

Joe Coleman
5:00AM
October 1, 1997